



# ICEWIND D.A.L.E.D



## HEART OF WINTER

### QUICK REFERENCE CARD



#### PRIEST SPELLS

##### 1st Level

Bless	Detect Evil	Sanctuary
Cause Light Wounds	Entangle	Shillelagh
Command Word: Die	Magical Stone	Sunsorch
Cure Light Wounds	Protection from Evil	
Curse	Remove Fear	

##### 2nd Level

Aid	Charm Person or Mammal	Hold Person
Alicorn Lance	Cure Moderate Wounds	Know Alignment
Barkskin	Draw Upon Holy Might	Resist Fire and Cold
Beast Claw	Find Traps	Silence, 15' Radius
Cause Moderate Wounds	Flame Blade	Slow Poison
Chant	Goodberry	Spiritual Hammer

##### 3rd Level

Animate Dead	Hold Animal	Remove Curse
Call Lightning	Holy Smite	Remove Paralysis
Cause Disease	Invisibility Purge	Rigid Thinking
Circle of Bones	Mistcast Magic	Spike Growth
Cloudburst	Mold Touch	Storm Shell
Dispel Magic	Moonblade	Strength of One
Exaltation	Prayer	Unholy Blight
Glyph of Warding	Protection from Fire	

##### 4th Level

Animal Summoning I	Giant Insect	Smashing Wave
Blood Rage	Mental Domination	Star Metal Cudgel
Cause Serious Wounds	Neutralize Poison	Static Charge
Cloak of Fear	Poison	Thorn Spray
Cloud of Pestilence	Produce Fire	Unfailing Endurance
Cure Serious Wounds	Protection from Evil, 10' Radius	Wall of Moonlight
Defensive Harmony	Protection from Lightning	
Free Action	Recitation	

##### 5th Level

Animal Rage	Flame Strike	Shield of Lathander
Animal Summoning II	Greater Command	Slay Living
Cause Critical Wounds	Insect Plague	Spike Stones
Champion's Strength	Magic Resistance	Undead Ward
Chaotic Commands	Raise Dead	
Cure Critical Wounds	Righteous Wrath of the Faithful	

## 6th Level

Animal Summoning III	Fire Seeds	Spiritual Wrath
Blade Barrier	Harm	Whirlwind
Conjure Fire Elemental	Heal	
Entropy Shield	Sol's Searing Orb	

## 7th Level

Confusion	Greater Shield of Lathander	Sunray
Conjure Earth Elemental	Holy Word	Symbol of Hopelessness
Creeping Doom	Impervious Sanctity of Mind	Symbol of Pain
Destruction	Mist of Eldath	Unholy Word
Earthquake	Resurrection	
Fire Storm	Stalker	

## MAGE SPELLS

### 1st Level

Armor	Friends	Protection from Evil
Burning Hands	Grease	Protection from Petrification
Charm Person	Identify	Shield
Chill Touch	Infravision	Shocking Grasp
Chromatic Orb	Larloch's Minor Drain	Sleep
Color Spray	Magic Missile	

### 2nd Level

Agannazar's Scorchers	Ghoul Touch	Mirror Image
Blindness	Horror	Resist Fear
Blur	Invisibility	Snillloc's Snowball Swarm
Cat's Grace	Knock	Stinking Cloud
Decastave	Know Alignment	Strength
Detect Evil	Luck	Vocalize
Detect Invisibility	Melf's Acid Arrow	Web

### 3rd Level

Dire Charm	Hold Person	Protection from Normal Missiles
Dispel Magic	Icelandic	Skull Trap
Fireball	Lance of Disruption	Slow
Flame Arrow	Lightning Bolt	Vampiric Touch
Ghost Armor	Monster Summoning I	
Haste	Nondetection	

## 4th Level

Belyyn's Burning Blood	Greater Malison	Remove Curse
Confusion	Ice Storm	Shadow Monsters
Dimension Door	Improved Invisibility	Shout
Emotion: Courage	Minor Globe of Invulnerability	Spirit Armor
Emotion: Fear	Monster Summoning II	Stoneskin
Emotion: Hope	Mordenkainen's Force Missiles	Vitriolic Sphere
Emotion: Hopelessness	Otiluke's Resilient Sphere	

## 5th Level

Animate Dead	Conjure Water Elemental	Lower Resistance
Chaos	Contact Other Plane	Monster Summoning III
Cloudkill	Demi-Shadow Monsters	Shroud of Flame
Cone of Cold	Domination	Summon Shadow
Conjure Earth Elemental	Feeblemind	Sunfire
Conjure Fire Elemental	Hold Monsters	

## 6th Level

Antimagic Shell	Flesh to Stone	Power Word: Silence
Chain Lightning	Globe of Invulnerability	Shades
Darts of Bone	Invisible Stalker	Soul Eater
Death Fog	Lich Touch	Stone to Flesh
Death Spell	Monster Summoning IV	Tenser's Transformation
Disintegrate	Otiluke's Freezing Sphere	Trollish Fortitude

## 7th Level

Acid Storm	Monster Summoning V	Prismatic Spray
Finger of Death	Mordenkainen's Sword	Seven Eyes
Mass Invisibility	Power Word, Stun	Suffocate

## 8th Level



Abi-Dalzim's Horrid Wilting	Iron Body	Power Word, Blind
Great Shout	Mind Blank	
Incendiary Cloud	Monster Summoning VI	

## 9th Level


Monster Summoning VII	Power Word, Kill
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## PAUSE/UN-PAUSE

Press  or  to pause on or off. When paused you can assign actions to any of your characters — they will perform these actions when you un-pause.

## HELP

Press  or hold the pointer over an object for several moments to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.

## RESTING

Press  to rest or talk to an innkeeper and choose the Rent Room option. 

## GAME SCREEN


### CHARACTER SELECTION

#### Select Single Character



L click on character, or L click on character portrait, or Select Character 1- 6.

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#### Select Group

Drag a box around characters with L click of the mouse or 

#### Add/Remove

 + L click on character or character portrait, or  and drag a box around characters with L click.

#### Center on Character


Double L click on character, or Double L click on character portrait.

### MOVEMENT ACTIONS

#### Walk to Point

L click on ground to make the selected character(s) walk there.

#### Walk to Waypoint

 + L click on ground creates a series of waypoints that your character(s) will follow.

### Rotate Formation

R click and drag in a circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.

### TALK

L click on , L click on creature.

### QUICK WEAPON

#### Attack

L click on , L click on creature you wish to attack.


#### Select Ammo

R click on , L click on desired ammo.



### GROUP ATTACK

L click on , L click on creature you wish to attack.


### CAST SPELL

L click on , L click on desired spell, L click on target.



### QUICK SPELL

*Cast Spell:* L click on , L click on target.  
*Configure:* R click on , L click on desired spell.

### USE ITEM

L click on , L click on desired item, L click on target.

### QUICK ITEM

*Use Item:* L click on , L click on target.  
*Configure:* R click on , L click on desired choice.

### TURN UNDEAD

### BARD SONG

L click on , L click on desired song.

### DETECT TRAPS AND SECRET DOORS

### THIEVING

#### Pick Pockets

L click on , L click on creature. 

#### Open Locks


L click on , L click on chest/door. 

#### Remove Traps

L click on , L click on trap. 




## STEALTH

L click on  to hide in shadows.



## SPECIAL ABILITIES

L click on , L click on ability, L click on target.



## GROUP STOP/STOP CURRENT ACTION



## GROUP FORMATIONS

R click to select different quick formations.

## CHANGE PARTY ORDER

L click and hold on the character's portrait, when the cursor changes, drag the character to the desired location in the marching order.



## MAP SCREEN



### AREA MAP

#### Change View Area

L click and drag green box.

#### Zoom In on Point


L double click on point.

#### Zoom In on Character

L double click on character's ring, or R click on character portrait.

## WORLD MAP

### Scrolling

Left drag when  appears.



## JOURNAL SCREEN



## OPTIONS SCREEN



## INVENTORY SCREEN



## CHARACTER RECORD



## MAGE BOOK SCREEN



## PRIEST SCROLL SCREEN



### Memorize

L click on spell slots to choose spells to memorize. These spells will be memorized the next time the party rests.

### Description

R click on spell icon to see the spell description.

### Copy from Scrolls

R click on the scroll. L click on the "Write Magic" button.

## CHARACTER STATE ICONS



Aid



Animal Rage



Bad Luck



Bard Song



Barkskin



Berzerk



Blessed



Blind



Blood Rage



Cat's Grace



Champion's Strength



Chaotic Commands



Chant



Charm



Confusion



Courage



Cursed



Deafness



Defensive Harmony



Dire Charm



Diseased



Dominated



Draw Upon Holy Might



Exaltation



Fatigued



Feeblemind



Find Traps



Free Action



Friends



Ghost Armor



Haste



Held



Heroism



Hope



Hopelessness



Impervious Sanctity of Mind



Infravision



Intoxicated



Invulnerability



Iron Body



Level Up



Luck



Magic Armor



Malison



Mind Blank



Miscast Magic



Nausea



Nondetection



Pain



Panic



Petrified



Phased



Poisoned



Protection from Acid



Protection from Cold



Protection from Electricity



Protection from Evil



Protection from Fire



Protection from Magic



Protection from Missiles



Protection from Petrification



Protection from Poison



Protection from Undead



Regenerate



Resist Fear



Resist Fire-Cold



Rigid Thinking



Shield



Silenced



Sleep



Slowed



Spirit Armor



Stoneskin



Strength



Strength of One



Stunned



Tenser's Transformation

## LIST OF CURSORS



Attack



Blocked Location



Cast Spell



Change Marching Order



Enter Door



Follow



Locked Chest/Door



Move



Open Door



Open Locks



Pick Pockets



Pick Up Item



Remove Traps



Rotate Formation



Take Stairs



Talk



Thieving



Travel